|  |  |  |
| --- | --- | --- |
| **Literacy** | **Numeracy** | **Extra** |
| Design yourself as a wizard/witch/spellcaster by drawing a sketch of yourself with a cool wand or staff. Describe your character’s personality, appearance, and powers!  | Pick 3 activities through the week and record when you start and finish them. How long did they take? See if you can do them faster! | Use the Scottish Wildlife Trust’s online ‘Which Scottish species are you?’ quiz to find out about a Scottish animal! |
|  Think of ingredients you could use to make a magical creature friend. They could be parts for your creature, like ears of a rabbit, or be personality traits, like a sprinkle of kindness. Write out your potion and draw/colour it in a fancy bottle! | Practice taking pictures of a clock at home during o’clock, quarter past, half past, and quarter to times if you can. Try to figure out what the hour is and write the time in digital and analogue! | Think of 4 animals that would live in the ocean, 4 that would live in the desert, 4 for a forest, and 4 for the arctic. Note them down and think about what helps that animal live there. |
| Think of a location your characters will be practicing spells in. Would it be a school like Hogwarts? What would the rooms be like? Maybe an enchanted forest? Try drawing and describing them.  | Choose a times table to practice writing down using a 100 square. Try to memorize as many of the numbers in the table as you can. Alternatively, sort groups of objects (e.g. for 3 times tables, make groups of 3 lego blocks). | Design your own animal that would live in a habitat. Try to make it’s features help it survive where you have chosen, and label them. |
|  Think of some spells that might go wrong that could cause a problem – creating a powerful monster, accidentally turning a friend into a frog, or zapping in a pro sports player who challenges you to a magical match. | Choose 5 games on either the mathsframe, coolmathsgames, or arcademics websites. Record your best scores and see if you can beat them! | Try to build an animal (real or imaginary) from household items, lego, or anything else you can use! Where would it live? You could even draw/make a home for it. |
| Put all your work from the above activities together to write a magical story. Describe your characters, and think about how the problem is solved by you and your magical creature friend.  | Choose a book to read and write down the time you start reading it.Record when you finish (this could be one chapter, 3 chapters, the whole book, whatever you feel like!) and see how long you read for. | Find out about 3 different Scottish animals – where they live, what they eat, and how they survive there. Make a labelled sketch of them. You can use the Scottish Wildlife Trust website to help. |

P3-4 Activity Grid 15th June